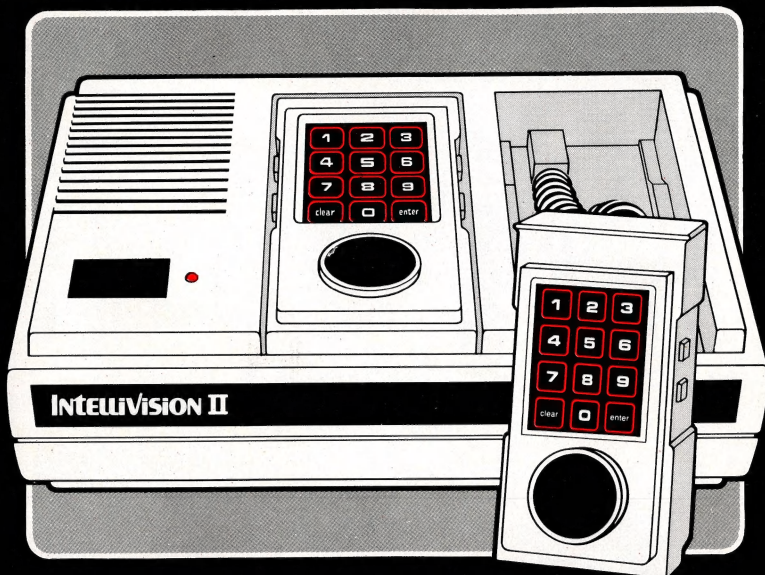


MATTEL ELECTRONICS®

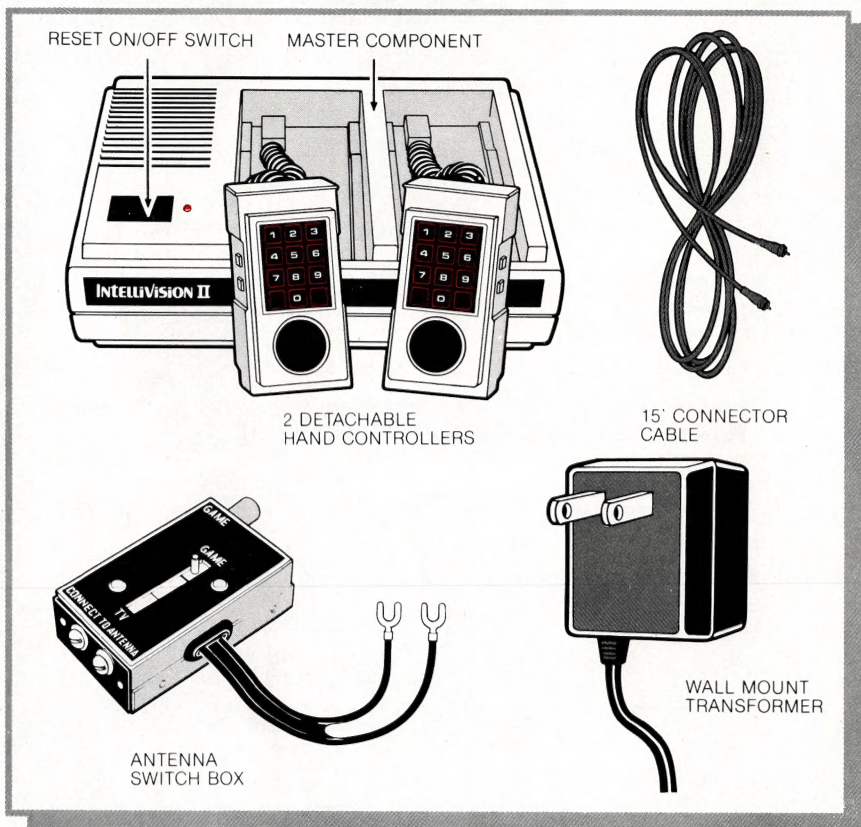
Intellivision® II



MASTER COMPONENT

OWNER'S MANUAL

1. UNPACK CONSOLE AND CONNECTORS



Mattel Electronics® INTELLIVISION® II Master Component.

Model No. 5872 Serial No.

The model and serial numbers are located on the bottom of the Master Component. Write the serial number of your unit in the blank above for future reference.

IMPORTANT!

FOLLOW THESE DIRECTIONS TO AVOID INTERFERENCE WITH OTHER TV SETS IN THE VICINITY:

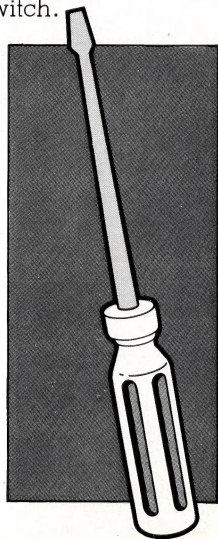
- USE ONLY THE TWIN LEAD WIRE ATTACHED TO SWITCH BOX TO CONNECT BOX TO TV ANTENNA TERMINAL SCREWS.
- DO NOT ATTACH THE ANTENNA SWITCH BOX TWIN LEAD WIRE TO TV ANTENNA OR CABLE WALL OUTLET.
- DON'T ALLOW LOOSE WIRES TO TOUCH ANTENNA TERMINALS WHILE SWITCH BOX IS CONNECTED.

2. INSTALL ANTENNA SWITCH BOX

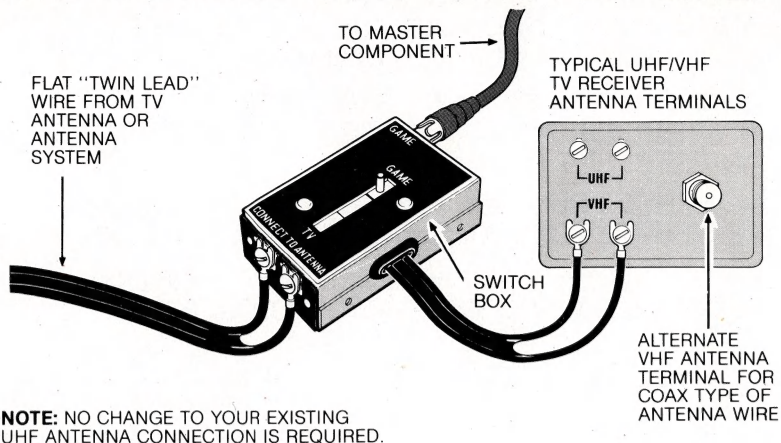
The Antenna Switch Box lets you watch TV broadcasts or play video games. When the Box is correctly installed, you can change back and forth between these functions — just by moving the switch.

THE ONLY TOOL YOU NEED IS A MEDIUM-SIZE FLATHEAD SCREWDRIVER.

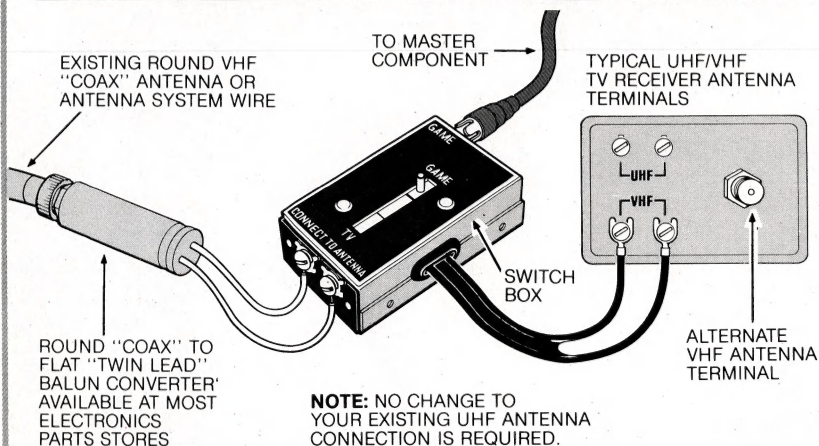
- 1 Disconnect the VHF twin-lead antenna wire (if there is one) from TV set antenna screw terminals.
- 2 Connect the twin lead wire on the Antenna Switch Box to those same (VHF) screw terminals.
- 3 Attach Switch Box to TV with adhesive backing.



FOR TV SETS USING FLAT "TWIN LEAD" ANTENNA WIRE...

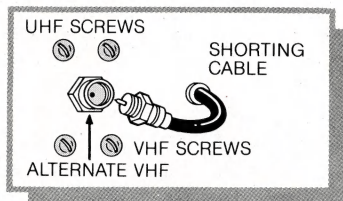


FOR TV SETS USING ROUND "COAX" ANTENNA WIRE...

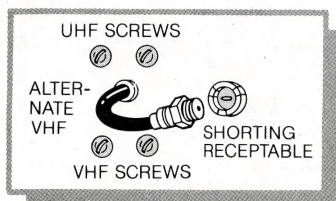


WHEN 75-OHM ALTERNATE VHF TERMINAL IS BEING USED...

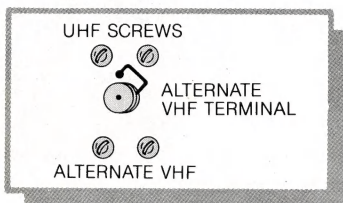
If the 75 ohm alternate VHF terminal is being used, you must convert the input to the 300 ohm screw terminals. Refer to the instructions in your TV set owner's manual or printed on the back of the TV cabinet. Here are some common methods used on popular TV brands:



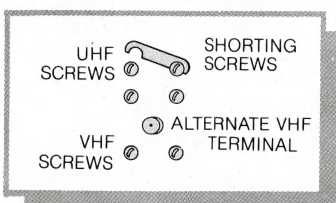
Remove outside cable from alternate VHF terminal, then attach the shorting cable to that terminal.



Remove outside cable from alternate VHF terminal cable, then insert alternate cable in shorting receptacle.



Remove outside cable from alternate VHF terminal, then insert shorting pin into alternate terminal.



Remove outside cable from alternate VHF terminal. Attach shorting plate to both screws.

Some sets have a simple switch that reads 75 ohms on one side and 300 ohms on the other. It should be set on 300 ohms. Other sets may have automatic switches.

NOTE: IF YOU EXPERIENCE DIFFICULTY WITH THIS PROCEDURE, CALL OUR "800" SERVICE LINE FOR CONSULTATION. THESE ARE THE NUMBERS FOR DIFFERENT PARTS OF THE COUNTRY:

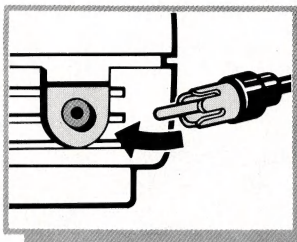
EASTERN U.S., except New Jersey: 800-257-5185

NEW JERSEY: 609-655-3533 (CALL COLLECT)

WESTERN U.S., except CA, AK, HI: 800-421-2826

CALIFORNIA, ALASKA AND HAWAII: 213-978-6850 (CALL COLLECT)

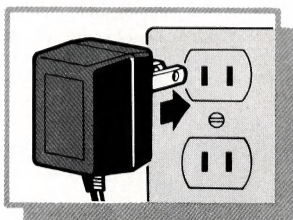
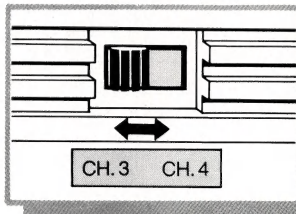
3. CONNECT MASTER COMPONENT TO TV SET



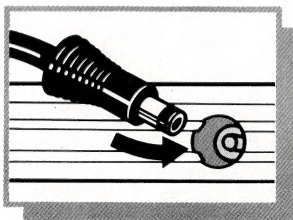
1. Insert either end of Connector Cable in Switch Box plug labelled "GAME". Insert other end of Cable at left rear of Component.

Switch Box has a patch of adhesive backing for attaching Box to the back of your TV set. Peel off protective paper coating and press firmly at desired mounting location.

2. Check Channel Selector Switch at right rear of Component. If Channel 3 is an active broadcast channel in your area and Channel 4 is not, set Switch to 4. If Channel 4 is active and 3 is not, set Switch to 3. If both channels are active, set Switch to the one with the weaker signal.



3. Plug transformer unit into a 120 volt wall outlet.



4. Insert the other end of power cord in socket at rear of console.

5. Set the Switch Box switch at GAME.

6. Turn TV set ON.

7. Turn TV tuner knob to the same Channel as the Component switch (see #2, above).

SPECIAL NOTE TO PROJECTION TV OWNERS:

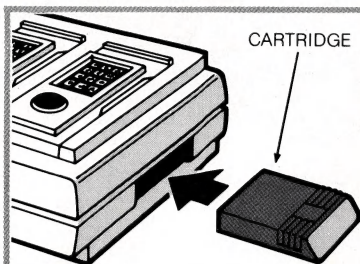
Operating the Master Component for extended periods on a projection TV system could cause stationary game images to be permanently imprinted on the TV picture tube(s). This is more likely when brightness and contrast controls are set at high levels. Observe the following rules to reduce the chance of image imprinting:

- Use the lowest possible brightness and contrast control settings during game play.
- Limit playing time of games that display stationary white or light colored images.
- Refer to your projection TV owner's manual for recommended video game viewing conditions.

4. INSERT A GAME CARTRIDGE

1. Hold cartridge so game title faces UP.
2. Insert cartridge in slot on right side of Component. Push in firmly (DO NOT FORCE IT) until it is firmly engaged.

To remove cartridge, simply pull it straight out of the slot.



5. USING INTELLIVISION® II

1. With TV set ON, depress the RESET ON/OFF button. The red indicator light should be on.
2. If you have not already done so, insert a game cartridge. The game title and copyright notice appear on the screen.

NOTE:

If the picture is jumbled or distorted, be sure that the cartridge is inserted snugly and that all connections are made. Then depress the RESET ON/OFF button. This corrects a condition which occurs when a game program has started somewhere in the middle. RESET ON/OFF always restarts programs at the beginning.

CAUTION:

TO PREVENT HEAT BUILDUP INSIDE THE MASTER COMPONENT, MAKE SURE THAT VENTILATION OPENINGS ARE NOT RESTRICTED WHENEVER THE UNIT IS TURNED ON! FOR EXAMPLE, TRY TO AVOID USE WITH THE UNIT RESTING ON A CARPETED FLOOR, BED, OR ON A WARM SURFACE.

3. Adjust the TV fine tuning control. If your set has automatic fine tuning, leave that feature ON. If you experience any tuning difficulty, try adjusting the game channel with the automatic control turned OFF. Adjust volume, picture and color controls to satisfactory levels.

A gradual discoloring of white areas in the game playfield may indicate that brightness or contrast levels are too high.

4. Follow the instruction booklet for the game you are playing.
5. If at any point in the game you want to start over, just depress the RESET ON/OFF button.

6. THE HAND CONTROLLERS

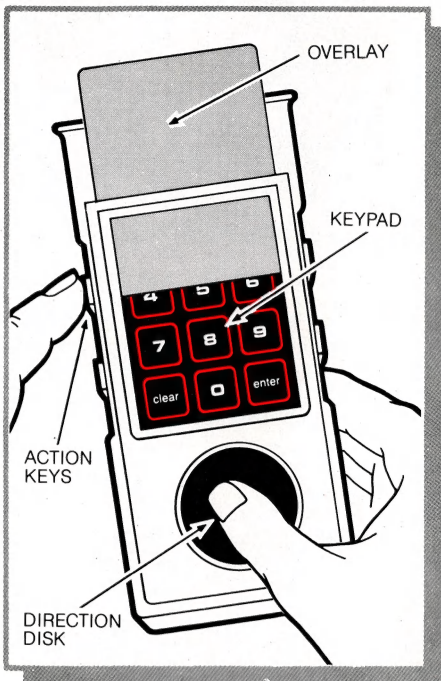
The Component includes two Hand Controllers which are connected with coil cables. They are detachable just by gently pulling out these cables at the Component end.

The 12 KEYS are used for giving various game instructions to the computer, and the purpose of each key varies from game to game. The keypad overlays which are packed with each game cartridge show you what each key is for. Before you play a game, slide its overlays under the frame surrounding the keys. The lip at the top of this frame will help prevent the overlay from slipping out of position during normal game play.

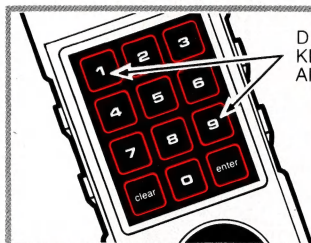
There are 2 ACTION BUTTONS on each side of the Hand Controllers. These also have functions that are specific to each game, as indicated on the overlays.

The DISC in the lower portion of the Hand Controllers gives you control of moving objects in 16 different directions. Usually, Disc directions correspond to screen orientation (i.e., pressing the top of the Disc moves an object toward the top of the screen; pressing the right side moves an object toward the right edge of the screen, etc.). See individual game instructions for details.

Keypad keys and the Disc will not work if they are used simultaneously. However, the Action Buttons and Disc usually work at the same time. See individual game instructions.



7. PAUSE MODE AND AUTOMATIC SCREEN BLANKING



DEPRESS
KEYS 1
AND 9.

Whenever you want to interrupt a game while it is in progress and retain scores and situations, you can use the Pause Code. Just press Keys 1 and 9 (or the places on the overlay covering those keys) simultaneously. The screen will go blank and all elements of the game will be frozen at that moment.

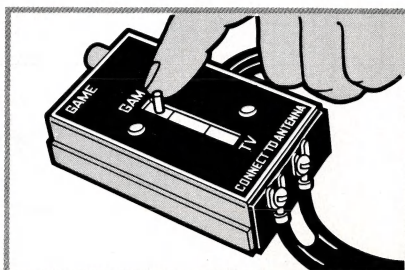
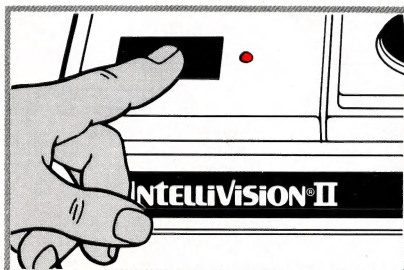
To resume the game, just press any Key or the Disc.

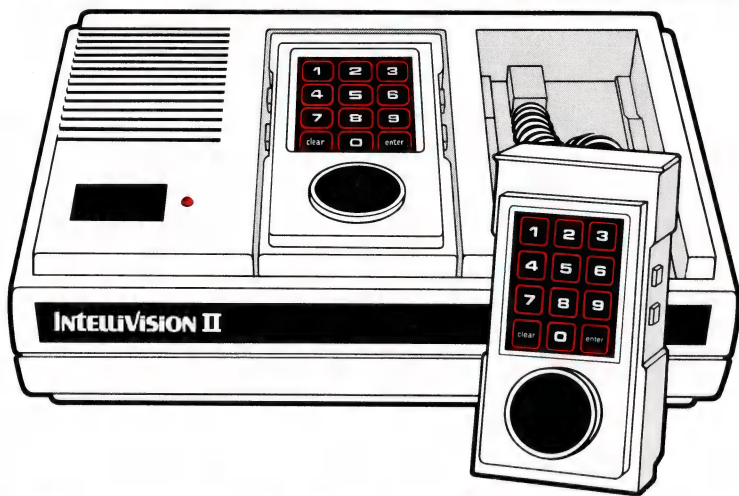
If you do not use any element of the Hand Controller for about 5 minutes, the computer will automatically make the screen go blank. This helps reduce the possibility of image imprinting on the TV tube. To restore the picture, just press any Key or the Disc.

8. RETURNING TO TV BROADCAST PROGRAMS

Depress RESET ON/OFF Button for 3 seconds, then release. The red light should go off.

Then slide the switch on the Antenna Switch Box from GAME to TV.





9. CARE AND MAINTENANCE

The INTELLIVISION® II Master Component should bring you many years of video game entertainment if you follow a few simple rules to keep it in good condition. Read the following tips carefully to get maximum use from your Component:

- Do not force game cartridges into cartridge slot.
- Mattel Electronics game cartridges are designed to protect their electronic circuits from direct contact. Take care to keep fingers out of the open end of the cartridge, and avoid static electricity wherever possible.
- Turn Component OFF and unplug transformer from the wall outlet when not in use.
- Handle the Component carefully. Do not drop cartridges, the Component or Hand Controllers.
- Never lift the Component by its Hand Controller or other external wires.

- Protect cartridges and the Component from excessive heat. Do not set any object on the Component that could block ventilation openings.
- Avoid spilling any liquids on cartridges or any part of the Component.
- To clean the exterior of the Component or Hand Controllers, first turn the unit OFF. Unplug transformer from the wall outlet. Use a soft, slightly dampened cloth to wipe exterior surfaces.

NOTE:

IT IS NORMAL FOR THE TOP OF THE COMPONENT TO BECOME WARM WHILE THE UNIT IS OPERATING; HOWEVER, IT SHOULD NEVER BE ALLOWED TO GET TOO HOT TO TOUCH COMFORTABLY.

10. TROUBLESHOOTING CHECKLIST

SCREEN IS BLANK OR GRAY-WHITE

- Cartridge may not be fully inserted. Remove cartridge then re-insert it. Be sure it is in straight.
- See: **"PAUSE MODE AND AUTOMATIC SCREEN BLANKING"** Page 10. If screen blanks out during a game, press the Disc or any key. A player may have used the Intermission Code by mistake.
- Check all connections. Make sure transformer is plugged into a "live" wall outlet, and that connector cable is inserted in Component and Switch Box.
- Make sure Switch Box is set at TV.
- Make sure that twin lead wire from Switch Box is attached to VHF terminals on TV (see Page 4).

NO TELEVISION PROGRAMS

- Make sure Switch Box is set at TV.
- Check to see if wire from Antenna Switch Box is properly connected to VHF terminals (see Page 4).

BUZZING OR DISTORTED SOUND

- Adjust TV tuning and/or picture controls.
- If broadcast signals are very strong on both Channels 3 and 4, you will have to disconnect the VHF antenna wires while playing games, then re-connect them for broadcast reception.

NO GAME SOUND EFFECTS

- Check volume control on TV set.
- Adjust TV tuning controls.

EITHER SIDE OF PLAYFIELD NOT VISIBLE ON SCREEN

- Adjust horizontal hold control on TV. If your TV does not have an external horizontal hold control, a service technician may have to make this adjustment.

DIAGONAL LINES ON SCREEN

- Make sure that the Channel Select Switch setting corresponds to the TV channel setting (either 3 or 4).
- Adjust TV fine tuning (override automatic fine tuning first).
- Make sure Antenna Switch Box is set at GAME.
- Check to see if wire from Antenna Switch Box is properly connected to VHF terminals (see Page 4).
- Adjust horizontal hold control on TV. If your TV does not have an external horizontal hold control, a service technician may have to make this adjustment).

VERTICAL ROLL

- Adjust Vertical Hold control on TV.

PLAYFIELD INDISTINCT, "SNOWY" PICTURE

- Adjust TV fine tuning (override automatic fine tuning first), brightness and contrast controls.
- Check connections at antenna terminals and Antenna Switch Box.
- Check all connections. Make sure transformer is plugged into a "live" wall outlet, and that connector cable is inserted in Component and Switch Box.

- Make sure wall outlet is providing normal power.
- If "coax" antenna wire is currently in use, make sure that conversion of 75 ohm to 300 ohm is complete (see Page 5).

PLAYFIELD BLURRED OR WOBBLY, OR NO COLOR

- Adjust TV fine tuning (override automatic fine tuning first) and color and tint controls.
- If broadcast signals are very strong on both Channels 3 and 4, you will have to disconnect the VHF antenna wires while playing games, then re-connect them for broadcast reception.
- Make sure Antenna Switch Box switch is fully in GAME position.
- Make sure that the Channel Select Switch setting corresponds to the TV channel setting (either 3 or 4).

SCREEN SHOWS ONLY GAME TITLE

- Make sure both Hand Controllers are removed from their cradles on the top of the Component.
- Make sure that none of the 8 Action Buttons are stuck in the depressed position.
- Unplug one controller at a time from Master Component and press Direction Disc on opposite controller. If game starts with either controller unplugged, that controller is defective. See Warranty for service information.

ONE CONTROLLER DOES NOT OPERATE

- Make sure controller cable is firmly seated in controller plug on Master Component.
- Move malfunctioning controller to opposite controller plug on Master Component. If controller still doesn't operate properly, it is faulty. See Warranty for service information.

IF COMPONENT MALFUNCTIONS AFTER ALL APPROPRIATE TROUBLESHOOTING STEPS HAVE BEEN TAKEN, DISCONNECT COMPONENT AND DETERMINE IF TV SET IS FUNCTIONING PROPERLY. IF IT IS, CALL ONE OF OUR TOLL-FREE NUMBERS FOR CONSULTATION (THEY'RE LISTED ON PAGE 5). IF REPAIR SERVICE IS NEEDED, FOLLOW DIRECTIONS BELOW:

90-DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of its INTELLIVISION while in the United States that the product will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

During the warranty period Mattel Electronics will, at its option, repair or replace the product without charge for parts or labor, when returned postage prepaid and insured to a Mattel Electronics authorized service center with proof of date of purchase. Mattel Electronics reserves the right to utilize reconditioned parts in repairing the product or to utilize reconditioned units in replacing the product.

This warranty excludes incidental or consequential damages resulting from the product or use of the product. (Some states do not allow the exclusion of incidental or consequential damages, so the foregoing exclusion may not apply to you.)

Please read the Owner's Manual carefully before using the product. If a malfunction occurs, please refer to the trouble-shooting checklist in the Owner's Manual. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call one of the Mattel Electronics service numbers shown below.

Units returned without proof of the date of purchase, or units returned after the 90 day warranty period has expired, will be repaired or replaced (at our option) for a service charge. Call the following toll free telephone numbers to obtain the location of the nearest service center and the amount of the service charge:

In the **EASTERN UNITED STATES (800) 257-5185; NEW JERSEY RESIDENTS CALL (609) 655-3533** direct or collect; in the **WESTERN UNITED STATES (800) 421-2826; ALASKA, CALIFORNIA, or HAWAII RESIDENTS CALL (213) 978-6850** direct or collect.

ATTENTION MILITARY PERSONNEL, if your Intellivision requires service while on duty in a foreign country, you should contact the military exchange serving your area.

IF YOU NEED SERVICE, CALL ONE OF THE TOLL FREE SERVICE NUMBERS BELOW:

In the **EASTERN UNITED STATES** call: **800-257-5185**
New Jersey residents call: **609-655-3533** Direct/Collect

In the **WESTERN UNITED STATES** call: **800-421-2826**
Alaska, California, or Hawaii Residents call:
213-978-6850 Direct/Collect

This warranty does not apply if the product has been altered or repaired by anyone other than a Mattel Electronics authorized service center or if the product has been subjected to purchaser abuse, accident, negligence, or damage subsequent to purchase. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

You may write us, but **DO NOT SEND PRODUCT FOR REPAIR** at the following address:
Mattel Electronics, 5000 West 147th Street, Hawthorne, California 90250.

MATTEL ELECTRONICS®
IntelliVision® II

